

BASIC

Budew

HP 30

NO. 0406 Bud Pokémon. HT: 8". WT: 2.6 lbs.

Itchy Pollen

10

During your opponent's next turn, they can't play any Item cards from their hand.

weakness

× 2

resistance

retreat

illus. Yoriyuki Ikegami

ASC

016/217

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

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STAGE 1

Dudunsparce

HP 140

Evolves from Dunsparce

NO. 0982 Land Snake Pokémon. HT: 11'10". WT: 86.4 lbs.

Ability Run Away Draw

Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

Land Crush

90

weakness

× 2

resistance

retreat

illus. Teezira

TEF

129/162

This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

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BASIC

Dunsparce

HP 70

NO. 0206 Land Snake Pokémon. HT: 4'11". WT: 30.9 lbs.

Trading Places

Switch this Pokémon with 1 of your Benched Pokémon.

Ram

20

weakness

× 2

resistance

retreat

illus. Asako Ito

JIG

120/159

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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Dunsparce

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Trading Places

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weakness

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resistance

retreat

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120/159

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BASIC

Fezandipiti ex

HP 210

Ability Flip the Script

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

Cruel Arrow

This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness

× 2

resistance

retreat

illus. Sakaguchi

ASC

142/217

Pokémon EX rule

When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

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BASIC

Froakie

HP 70

NO. 0656 Bubble Frog Pokémon. HT: 1". WT: 15.4 lbs.

Collect

Draw a card.

Water Gun

10

weakness

× 2

resistance

retreat

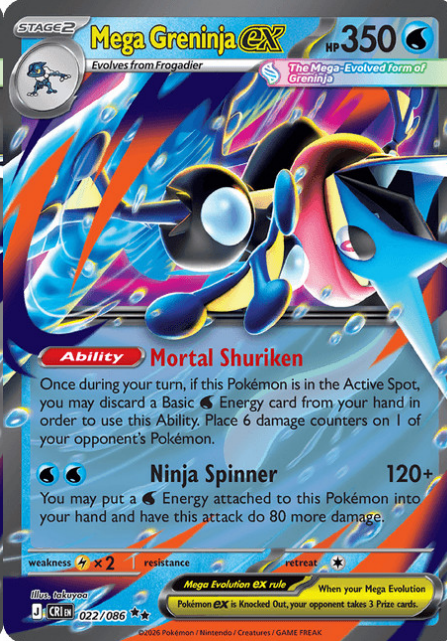
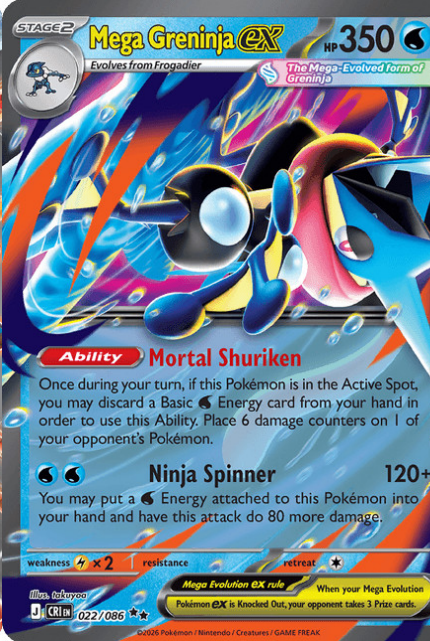
illus. Kariya

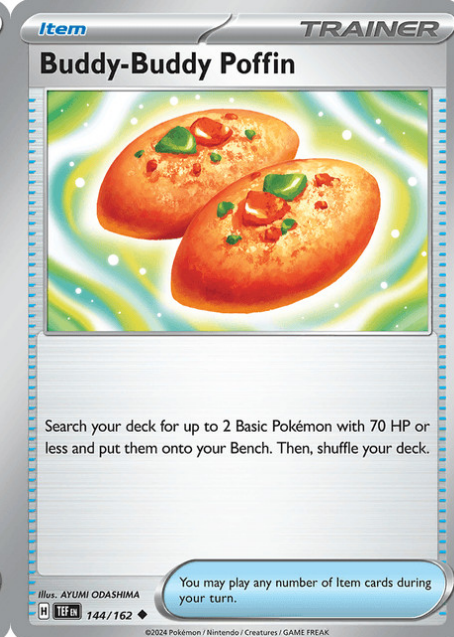
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020/086

It protects its skin by covering its body in delicate bubbles. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings.

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Supporter

TRAINER

Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. You Nishida

PPL 087/094

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Illus. Studio Bora Inc.

SIL 171/198

You may play any number of Item cards during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you

WHL 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you

WHL 084/086

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you

WHL 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa

MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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MEG 119/132

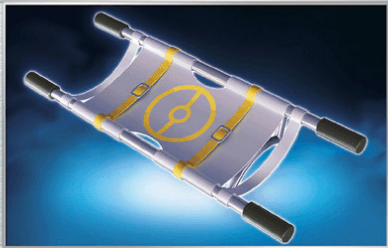
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

Illus. Toyote Beach
H ASC 196/217

You may play any number of Item cards during your turn.

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Item

TRAINER

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Studio Boro Inc.
J POR 081/088

You may play any number of Item cards during your turn.

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Item

TRAINER

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Studio Boro Inc.
J POR 081/088

You may play any number of Item cards during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

Poké Pad



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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. Studio Boro Inc.
J POR 081/088

You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Boro Inc.
J MEG 125/132

You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Boro Inc.
J MEG 125/132

You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Boro Inc.
J MEG 125/132

You may play any number of Item cards during your turn.

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Item

TRAINER

Special Red Card



You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

Illus. Studio Boro Inc.
J CHL 082/086

You may play any number of Item cards during your turn.

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Stadium

TRAINER

Surfing Beach

Once during each player's turn, that player may switch their Active Pokémon with 1 of their Benched Pokémon.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illus. AYUMI ODASHIMA

MEGA 129/132

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Item

TRAINER

Ultra Ball

You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

MEGA 131/132

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Item

TRAINER

Ultra Ball

You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

MEGA 131/132

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Supporter

TRAINER

Wally's Compassion

Heal all damage from 1 of your Mega Evolution Pokémon **EX**. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

You may play only 1 Supporter card during your turn.

Illus. Iori Suzuki

MEGA 132/132

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Supporter

TRAINER

Wally's Compassion

Heal all damage from 1 of your Mega Evolution Pokémon **EX**. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

You may play only 1 Supporter card during your turn.

Illus. Iori Suzuki

MEGA 132/132

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Special Energy

ENERGY

Ignition Energy

If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

As long as this card is attached to a Pokémon, it provides **★** Energy.

If this card is attached to an Evolution Pokémon, it provides **★★★** Energy instead.

086/086

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Special Energy

ENERGY

Ignition Energy

If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

As long as this card is attached to a Pokémon, it provides **★** Energy.

If this card is attached to an Evolution Pokémon, it provides **★★★** Energy instead.

086/086

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Special Energy

ENERGY

Neo Upper Energy

As long as this card is attached to a Pokémon, it provides **★** Energy.

If this card is attached to a Stage 2 Pokémon, this card provides every type of Energy but provides only 2 Energy at a time.

162/162

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Basic Energy

ENERGY

Basic Energy

003

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